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SONIC

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THE HEDGEHOG



DIRECT EDITION

"YOU SAY YOU WANT A REVELATION?"

KARL BOLLERS WRITER | RON LIM PENCILER | PAM EKLUND & ANDREW PEPOY INKERS
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VICTOR GORELICK MANAGING EDITOR | RICHARD GOLDSWATER EDITOR IN CHIEF

KNOTHOLE KINGDOM...

THE ROYAL
GUARDS ARE PACKING UP
NATE'S BELONGINGS. I
GUESS KING MAX GOT
THE BAD NEWS...

...BUT WE CAN
STILL DO SOME-
THING BEFORE IT'S
TOO LATE, RIGHT,
UNCLE
CHUCK?

I DUNNO, SONNY-
BOY. NATE REMAINED
IN ROBOTROPOLIS SO
HE COULD ESCAPE.
YOU THINK HE'S STILL
A CREATURE OF
FLESH AND BLOOD?

*SEE SONIC THE
HEDGEHOG #100

NO WAY, BUT
MAYBE HE DOESN'T
HAVE TO BE. I'VE GOT
AN IDEA...

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ROBOTROPOLIS...

COLIN...

...WHY DON'T YOU AT LEAST TRY LISTENING TO WHAT SHE HAS TO SAY?

AS YOU WISH LADY AGNES-- GO AHEAD. HOPE.

THOSE ROBOTIC ANIMALS THAT WERE SIGHTED-- I THINK UNCLE JULIAN CREATED THEM!

I REFUSE TO BELIEVE MY BROTHER WAS INVOLVED WITH THOSE METAL MONSTROSITIES!

*ALSO IN ISH #100.

OH, REALLY, HMM? THAT'S TOO BAD, BECAUSE THE BRAT'S ONE-HUNDRED PERCENT RIGHT!

CASTLE
ACORN...

YO! ANYBODY
HOME? WE'RE HERE
TO SEE PRINCE
ELIAS!

WHAT'S THIS
ABOUT?

ROBOTNIK--
WHO ELSE?

ELSEWHERE
IN THE CASTLE...

I DROVE
HIM AWAY, ALICIA,
AND NOW ELIAS IS
GONE.

YOU
MUSTN'T
BLAME
YOURSELF
MAX...

THEN
WHO--?

YOUR
HIGHNESS, YOU
HAVE VISITORS--
SONIC THE
HEDGEHOG, SIR
CHARLES, AND
TAILS.



AH CONTRAIRE,
MON FRERE! BECAUSE
I'M A BEING OF MESH
AND CIRCUITRY, I AM
IMMUNE!

WITH A SIMPLE
TOUCH, I CAN MAKE
YOU LIKE ME...
INVINCIBLE.

YOU'RE
CRAZY!
HO! HO! HO!
AM I? SHADOW-
BOTS--

--GATHER
EVERYONE FOR
IMMEDIATE ROBOT-
IZATION! IT'S FOR
THEIR OWN GOOD!

YOU HAD A HAND
IN THIS? MY OWN SON?!
WHY?!

CONSIDER
IT THE REVENGE
OF AN INTELLECT
YOU NEVER FULLY
APPRECIATED!

YOU
SHOULDN'T
HAVE DONE
THAT!

YOU DID
THIS, JULIAN!
AND I'M GOING
TO MAKE
YOU--

KLONG

COLIN...
NO...
RUN, HOPE!
RUN!!



MEANWHILE...

COME AGAIN
SIR CHARLES?



YOU HEARD
ME RIGHT THE FIRST
TIME, SIRE--ROBOTNIK
CAN NOW ROBOTICIZE
SOMEONE SIMPLY BY
TOUCHING THEM!



UNCLE
NATE...



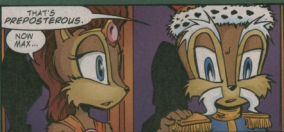
WAITASEC.
SIRE! IF NATE'S
BEEN ROBOT-
ICIZED...



...COULDN'T
THE SWORD OF
ACORNS RESTORE
HIS FREE
WILL?

PERHAPS, BUT
THE ONLY INDIVIDUALS
TO EVER WEILD THE
SWORD IN SUCH A WAY
ARE MYSELF
AND--

*THE SAME WAY IT RESTORED THE
ROBOTICIZED MOBIANS IN ISM # 100





ARWWW.
SHUCKS... I
WANTED TO
GO, TOO!

MAYBE
NEXT TIME,
KIDDO!



WAY TO GO
PRINCESS! YOU
REALLY STOOD
UP TO THE
K-MAN!

UHHH...
YEAH.



SAL,
DID I DO
SOMETHING
WRONG?



PRINCESS
SALLY!



THANK YOU!
THANK YOU!
EVER SO MUCH FOR FREEING
MY MOMMA FROM
ROBOTNIK!

*SEE US
11:00 AGAIN!



G'BYE!

COME NOW, HOPE...
DON'T YOU TRUST YOUR
MANIACAL GENIUS
UNCLE?



YOUR STEPFATHER
COLIN AND YOUR GRAND-
MOTHER DON'T CARE
ABOUT YOU...



...OR ELSE
THEY'D REALIZE
THAT I'M MERELY
TRYING TO
REMEDY A BAD
SITUATION!

SURRENDER,
CHILD... AND I'LL SPARE
LADY AGNES!

GRANDMA...?



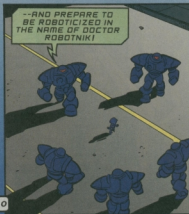
NO, HOPE!
DON'T LISTEN
TO HIM!



I COULDN'T
HAVE SAID IT BETTER
MYSELF!

I'M SORRY
GRANDMA... BUT I DON'T
HAVE A CHOICE.
NOT WHILE YOU'RE
IN DANGER.





SUDDENLY...

SHEESH!
THAT'S THE LAMEST
SUGGESTION I'VE
HEARD ALL DAY!

KLONG

KLONG

KLONG

KLONG

HOW ABOUT
"DON'T WORRY,
BE HAPPY?"

STAY
CLOSE
TO ME!

O-O-KAY!

CURSE YOU,
HEDGEHOG!

SMASH

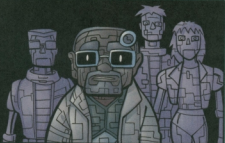
HOW'S
THAT FOR REMOTE
CONTROL?

I'LL RATE IT
LATER ON-- AFTER OUR
MISSION IS
ACCOMPLISHED!





NATE! HE'S
BEEN ROBOTICIZED!



ALONG WITH THIS GIRL'S
GRANDMOTHER, HER
STEPPFATHER COLIN KIN-
TOBOR--ROBOTNIK'S
BROTHER--AND AN OVER-
LANDER SCIENTIST.



BUT
WHY ARE
THEY
FROZEN
LIKE
STATUES?

IT DOESN'T
MATTER. THIS SHOULD
RESTORE THEIR FREE
WILL...



IT'S NOT
WORKING!



SO MUCH
FOR THAT HALL-
MARK MOMENT!

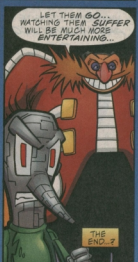
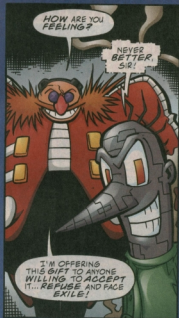


LOOKS LIKE YOUR
WANTED SWORD DOESN'T
AFFECT ROBOTICIZED
OVERLANDERS THE SAME WAY
IT DOES FURBALLS!

THIS IS
YOUR LAST CHANCE,
FOLKS!







SEGA DATA FILE: 5



SNIVELY

FIRST APPEARANCE: SONIC THE HEDGEHOG #8, March 1994

FULL NAME: Colin "Snively" Kintobar, Jr.

RANK: Assistant to the despot Robotnik

BORN: 134 / 3206 **EYES:** Red

HAIR: Black (what little there is of it due to male pattern baldness)

HEIGHT: 68 marks **WEIGHT:** 7.9 stone

KNOWN FAMILY: Colin Kintobar (father - robotized, whereabouts unknown), Julian Kintobar (uncle - presumed dead, AKA Warlord Julian, Dr. Ivo Robotnik), Hope (step-sister)

KNOWN FRIENDS: None you could honestly apply the word to

KNOWN ENEMIES: Too numerous to list due to the treacherous nature of the little twerp

HISTORY: Colin Kintobar, Jr. came into the world in a most difficult way, losing his mother in the process as she died giving birth. Raised by a father with no parenting skills to speak of, young Colin would suffer a difficult childhood as well.

As he grew, young Colin developed an interest in electronics, albeit more as a user than a creator, to compensate for his lack of social skills. For every friend he'd make, young Colin would soon discover some reason to resort to treachery in order to take advantage of the relationship, thus developing a reputation for being a bad apple in short order.

During his teen years, his antics crossed a line his father was not willing to tolerate. After receiving the boot from his father, young Colin - who by now wore the derisive nickname "Snively" that his father had given him like it was some badge of honor - went to work for his uncle, Julian Kintobar.

Having ensconced himself as Warlord of the Acorn Kingdom, Julian would scheme with Snively in a mad plan to seize control of the kingdom and eventually rule over the entire planet Mobius. Upon assisting his uncle in this endeavor, Snively soon found himself being treated no better than a second-class lackey, and began scheming to rid himself of his uncle as well.

When opportunity presented itself in the form of the Ultimate Nullifier, Snively rigged the device to affect only his uncle, which literally zapped Julian - by now notoriously known the world over as the evil Dr. Ivo Robotnik - out of existence. His triumph was short-lived, as he was captured by the Freedom Fighters, and sentenced to an island prison known as the Devil's Gulag for his crimes.

Snively gained his freedom some time later when an unknown benefactor provided the means of escape for him and several other prisoners. He later discovered his benefactor to be none other than Robo-Robotnik, who decided to recruit Snively for his own nefarious schemes. Snively temporarily escaped and joined forces with the Freedom Fighters, only to eventually be recaptured by Robo-Robotnik. When presented the opportunity to take his revenge against his father, Snively went along with Robo-Robotnik's plans, even though it resulted in his own robotization.



Kim (Tayus) Alex
Alberta, Canada



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drawing printed,
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Publications, Inc.

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Mamaroneck, NY

10543-0419

SORRY...

**ART WILL NOT
BE RETURNED!**



Kevin Soares

Sleepy Hollow, NY



Jenny Dee

Phily, PA

Ethan Porter

Granite City, IL

MYTH TAKEN IDENTITY

PART III

WHAT AN UNCOOL TURN OF EVENTS...
FIRST OUR NEW
DOWNUNDA FREEDOM FIGHTER
RECRUITS ARE
ATTACKED AFTER THEIR AUDITIONS!
THE CULPRIT TURNS OUT TO BE
A FEROCIOUS CREATURE
FROM ABORIGINAL MYTHOLOGY
CALLED A **BUNYIP**!

WE TRACK IT TO THIS
REMOTE LAKE IN THE OUTBACK,
ONLY TO HAVE IT
CAPTURE MY TEAMMATES
WALT WALLABEE,
DUCK 'BILL' PLATYPUS
& **BARBY KOALA** AND
DRAG THEM UNDERWATER!"

THEN I DISCOVER THIS
OLD, ABANDONED DAM...
MAYBE THERE'S A WAY
I CAN SAVE THEM
BEFORE IT'S TOO LATE!

"I" THESE EVENTS HAPPENED
IN PARTS I AND II OF
"MYTH TAKEN IDENTITY"
AS SEEN IN 5TH #103 & #104
-- EL FREDITOR

LOOK AT ALL THIS
ANTIQUATED EQUIPMENT!
...AND THAT PICTURE
OF CROCBOT!

THIS MUST HAVE BEEN
ONE OF HIS EARLY
STAGING AREAS WHEN
HE FIRST
CONTEMPLATED
CONQUERING
DOWNUNDA...

KOFF!! KOFF!!



SURE ENOUGH, THIS DAM WAS BUILT TO CREATE HYDROELECTRIC POWER, WHICH CROCBOT USED TO BUILD HIS EARLY WEAPONS OF MASS DESTRUCTION, ROBOT ARMIES AND DETENTION CAMPS!

* FAITHFUL DFF FOLLOWERS WILL REMEMBER ONE SUCH CAMP IN "OUTBACK GUT CHECK" IN STH #6! --JFG



HOW TYPICAL! CROCBOT NEVER GAVE ANY THOUGHT TO THE ECOLOGICAL DAMAGE THIS STRUCTURE DID TO THE SURROUNDING LANDSCAPE. NO WONDER THE NEARBY RIVERS ARE ALL DRY AND THE ARTIFICIAL LAKE ABOVE IS STAGNATING!

HOLY HENDRIX! LOOK AT THIS!



IF THEY MANAGED TO GET THERE, THEY MIGHT STILL BE ALIVE!

AT THAT MOMENT,
JUST BENEATH THE
SURFACE OF THE LAKE...

YOU'RE INCREDIBLE, BARBY.
I KNEW YOU
COULD SWEET TALK
ALMOST ANYBODY--BUT
TO CONVINCE
THE BUNYIP TO
RELEASE US INTO THIS
AIRTIGHT UNDERWATER
OBSERVATION DECK?
...AMAZING!

WELL, I KNOW HOW
TO CHIT-CHAT
WITH HIM,
DONT I BIG BOY?

...Purrrrrrr...

SHE SPEAKS
MANY DIALECTS--
INCLUDING HIS
PRIMORDIAL
LANGUAGE!

AS LONG AS HE'S CALMED DOWN,
MAYBE YOU CAN GET HIM TO TELL US
HIS STORY, BARB!

OKAY...
>WOULD YOU TELL US
WHY YOU'RE ON
THE WARPATH,
ANCIENT ONE?<

>INDEED I WILL,
YOUNG SISTER...<*

* BARBY AND
THE BUNYIP
ARE SPEAKING
IN A PREHISTORIC
ABORIGINAL
DIALECT. -JUSTIN

IN THE BEGINNING
WAS THE
DREAMTIME,
WHEN ALL
WAS NEW.

KANGAROOS, KIWIS AND DINGOES
WALKED THE VIRGIN LANDSCAPE IN
THE SHADOW OF MOUNT ULURU.
BLACK SWANS FLEW OVERHEAD,
AND IN THE BILLABONGS MY
ANCESTORS-THE FIRST BUNYIPS-
SWAM IN THE PRISTINE WATER.

AND SO IT REMAINED FOR UNTOLD
GENERATIONS... UNTIL HE ARRIVED
LIKE A BURSTER*, CASTING HIS
DARK SHADOW ACROSS DOWNUNDA!

CROCBOT!

* A COLLOQUIAL EXPRESSION FOR
A SUDDEN, STRONG WIND. - JFG, MATE!

YES, THAT IS THE EVIL ONE'S NAME.
HE DAMMED THE RIVERS AND
POLLUTED THE SURROUNDING
WATERWAYS, DESTROYING MY
AQUATIC WAY OF LIFE.

EVENTUALLY,
ALL I HAD LEFT WAS
THIS FOUL LAKE CREATED BY
HIS ABANDONED POWER PLANT.
THAT IS WHEN MY PATIENCE ENDED!

MY RAGE WAS UNCONTROLLABLE.
I BEGAN STRIKING OUT AT EVERYTHING
TO SEEK MY REVENGE ON CROCBOT...
ALTHOUGH I NEVER DID FIND HIM!

AND YOU NEVER WILL.
CROCBOT'S REMAINS
WERE TURNED OVER
TO KING ACORN BY
SONIC THE HEDGEHOG
& TAILS SOME TIME AGO."

HEADS UP!
SOMEONE'S
COMING!

?sigh ALL I WANT IS MY
SOLITARY LIFE BACK...
IN SOME CLEAN WATER!

" IN STH #6!
--CROCODILE
FREDEE

CAN DO!
CAN DO!

GURU!
YOU'RE ALL
RIGHT!

WHAT ARE
YOU SAYING,
PARTNER?

I HEARD EVERYTHING YOU GUYS
SAID FROM DOWN THE HALL...
DOWN THE HALL IN A ROOM
FULL OF CROCBOT'S
LEFTOVER EXPLOSIVES!

EXPLOSIVES?
THEN THAT MEANS
WE CAN BLOW UP
THIS OLD COMPLEX!

THAT'LL CALM
DOWN THE
BIG FELLA,
RIGHT?

INDEED!

THEN LET'S
DO IT!

AND WITH LUCK,
RESTORE THE NATURAL
FLOW OF THE AREA'S
WATERWAYS!

SOME TIME LATER,
A SHORT DISTANCE
FROM THE DAM...

THAR SHE
BLOWS!

WAA-ROOOOOOOOW!!

AND WITH IT,
THE LAST VESTIGES
OF CROCBOT'S
UGLY LEGACY!

AMEN TO
THAT!

WHOOO!
WHAT A
SURGE!

HOLD ON TO
YOUR HEADBANDS!
HERE COMES
THE WATER!

GOOD WORK,
FREEDOM FIGHTERS!
YOU'VE RESTORED
DOWNUNDA
TO ITS PROPER STATE!
MY ANCESTORS AND
YOURS THANK YOU!

LIVE LONG
AND PROSPER,
ANCIENT ONE!

SCORE ONE FOR THE
ENVIRONMENT--
AND FOR A
LIVING LEGEND!

GEE, I WONDER
IF WE SHOULD'VE
ASKED THE BUNYIP
IF HE WANTED
TO BECOME
OUR NEWEST
MEMBER?

I DON'T KNOW--
I THINK THE FOUR
OF US HANDLED THE
SITUATION PRETTY
WELL, DON'T
YOU, WALT?

I SURE DO! I SAY
WE LEAVE THE
TEAM JUST THE WAY
IT IS AND GET
READY FOR THE
NEXT CHALLENGE
TO FACE THE
**DOWNUNDA
FREEDOM
FIGHTERS!***

* AS ALWAYS, WE'D LIKE TO HEAR FROM YOU!
WRITE AND TELL US WHAT YOU THOUGHT
OF THIS ADVENTURE AND WHEN YOU'D
LIKE TO SEE THE DFF AGAIN! --JUSTIN

THE END

SEGA DATA FILE: G

DIMITRI

HISTORY: Dimitri and his twin-brother Edmund were born to Byron of the House of Jordann and his wife Cara-Lyn. By the time Dimitri and Edmund were in their teens, they were at the top of their class when it came to physics, chemistry and biology.

As they grew into adulthood, Dimitri became obsessed with the idea of restoring the Floating Island back to its original location on the surface of the planet Mobius. He recruited his brother Edmund to assist, and thus laid the groundwork for an innovative yet daring plan.

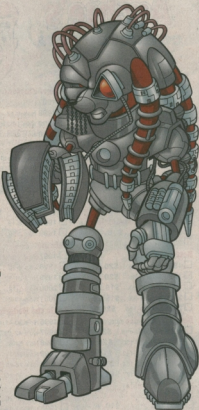
Upon submitting the plan to High Council for review, Dimitri was outraged when it was rejected outright without so much as a vote. He then stormed out of the council chambers, vowing to take matters into his own hand. His brother Edmund later discovered Dimitri utilizing the Chaos Syphon in an attempt to carry out their original goal, only to see the plan backfire when the device overloaded, completely charging Dimitri full of Chaos energy.

Driven mad by the excess power now coursing through his body, he was overcome by the efforts of Edmund and a courageous battalion of fire-ants, ending up in a crypt of his own creation for well over three hundred years. During that time, he was able to recharge his energy which restored him to full strength, thus providing the capability of escaping his dark prison.

Upon his re-emergence into the world, he donned the warrior uniform of ancient Echidna generals and called himself Enerjak, seeking vengeance on those who wronged him, even if they happened to be the current-day descendants of a people he hadn't dealt with in centuries.

Once again he lost, only this time to Knuckles the Echidna, a descendent of his brother Edmund. He would do battle once again with Knuckles, only to have his Chaos power drained by Mammoth Mogul. The loss of energy resulted in a massive physical deterioration, requiring an extreme surgical procedure involving the use of extensive cybernetic implants.

Since then, Dimitri has discovered that Knuckles naturally possesses the ability to wield the Chaos energy far beyond his own capacity, and has sought to exploit that knowledge towards his own ends.



FIRST APPEARANCE: SONIC THE HEDGEHOG #35, June 1996.

FULL NAME: Dimitri, son of Byron

RANK: Patriarch of his family line, Supreme Commander of the Dark Legion

BORN: 271 / 2858

EYES: Green

HAIR: Crimson

HEIGHT: 93 marks **WEIGHT:** 82 stone

KNOWN FAMILY: Byron (father - deceased), Cara-Lyn (mother - deceased), Edmund (brother - deceased), Menniker (son - deceased), Mortori Rex (grandson - whereabouts unknown), Luger (great-grandson - whereabouts unknown, presumed deceased), Kragok (great-great-grandson - deceased), Ulen-Da (great-great-granddaughter - AKA Kommissar, currently Dimitri's second-in-command), Julie-Su (great-great-granddaughter)

KNOWN ENEMIES: Knuckles the Echidna (16th generational descendent of his brother Edmund), the High Council of Echidnapolis (political)

SEGA

Off Panel



THIS JUST IN!

WITH
JUSTIN
GABRIE

Justin here to introduce a Sonic writer who needs no intro... Karl Bollers: What can I say?

Waaaaay back in 1996, when Sonic editor Justin Gabrie asked me to write my first Sonic story I was beyond excited. Here was my chance to try my hand at writing a character that had initially existed in a video game! That first adventure was titled "Reality Bytes," and presented in SONIC THE HEDGEHOG #51. I (as well as the rest of the creative team) wasn't credited that issue due to a printing error, and it's just as well.

When I look back at that story, I can tell it wasn't my finest effort. Though I'd been writing comics since 1991, I hadn't done it consistently enough to be anywhere near the level of a seasoned professional. However, Archie Comics and SEGA must've thought it was pretty good and let me try my hand at issue #53... then issue #54... then issue #57. Finally, Justin offered me the job of chronicling of the-HEE'S adventures on a monthly basis, starting with #62. Who'd ever think I'd be writing the series for the next four years!?

Taking a tip from television, I decided to approach #62 to #74 as Season One and #75 to #87 as Season Two (if I got that far). Let's see, what happened? Sonic and Tails returned from the classic Mobius world tour with Nate Morgan, Princess Sally's long-lost brother and mother were found, a brand new Robotnik debuted, Mina the mongoose arrived on the scene, the SONIC ADVENTURE game adaptation and its sequel SONIC ADVENTURE 2 graced the Dreamcast System, and way more happened than I can possibly recap here.

On each occasion, I was aided and abetted by several talented artists: cover penciller Patrick Spazante, Sam Maxwell, Art Mawhinney, Nelson Ortega, Steven Butler, James Fry, Ron Lim, and Nelson Ribeiro come to mind. Thanks, guys!

When I learned that SONIC was going to go past its hundredth issue, I decided that #88 to #100 would be our Season Three. In this story arc, Sonic's heroic sacrifice caused injury to befall King Max, Queen Alicia awakened from the comatose state she'd been in since being introduced in issue #49, Prince Elias was appointed acting head of state with Geoffrey St. John really pulling the strings, Sally came to wield the mystical Sword of Acuras, Sonic lost his knight's status, Nate Morgan sacrificed his freedom for that of his friends, and the Robians regained their free will. Whew! Well, it's all done.

So what's next? Well, next issue kicks off a two-part story titled, "Crouching Hedgehog, Hidden Dragon," which is significant for two reasons. Firstly because it sends Sonic and the Knothole gang on a quest to Station Square once more, where they'll encounter an old friend as well as a new threat. And secondly, it marks the beginning of my final two issue storyline. Like I said, what can I say?

And after that? Well, that would be telling, and I'm not ready to do that yet. As with my story arcs, I want to keep you fine readers coming back...

...so let's make a deal, okay? If you visit this editorial page next month, I'll reveal some of those upcoming plans which will, of course, be hedgehog-related.

See you soon,

P.S. Karl Bollers and Ken Penders are next with your letters and the coming attractions. So take it away, Ken...

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and E-mail To:**
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Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.

Thanks for understanding!

COMING ATTRACTIONS

SONIC THE MAGAZINE



No. 106

Next issue:

Sonic and the Freedom Fighters travel back to Station Square on a diplomatic mission for the Overlanders. Will they listen to our favorite Mobian even as they are being attacked by another Mobian? Karl and Ron wouldn't tell me anymore that last, but they promised the readers wouldn't be disappointed. As for Knuckles, a mysterious echidna shows up in Echidnapolis, and you won't believe what her mission is and how she's related to Knuckles. It all begins in "Reunification Part I", with story and art by Ken and Dawn. See you in 3D!

AND NOW, IT'S TIME CHECK THIS MONTH'S MAIL. USUALLY, I WOULD BE STARTING OFF WITH COMMENTS ON SONIC #102, BUT EVERY NOW AND THEN I LIKE TO ACKNOWLEDGE OUR FOREIGN-BASED FANS AS THEY HAVE IT EASIER IN GETTING OUR COMICS.

Dear Ken,

Firstly, I would like to congratulate Sonic Comic Years as you make Sonic through the ultimate #100 issue! I am now 19-year-old. I was introduced to Sonic 1, the Sega Genesis game 10 years ago. I continue to support Sonic games till now. After the appearance of Knuckles, I knew Knuckles comic (#1) at a book store. That was my very first Sonic-related comic. If I have not mistaken, my next issue of Sonic was #23. Yesterday (October 26, 2001), I had just got my copy of Sonic #100 from book store. Actually in Malaysia, Sonic comics are considered difficult for me to buy them elsewhere except at specified book stores. Sometimes, I will accidentally miss some past issues of it. Of course, I would feel regret. At the moment, I didn't know how and where to get back the past issues. This sure gives me the bad feeling. However, I knew and I promised to myself that I would never miss the #100 of Sonic!

Lastly, thank you for reading my e-mail. Keep up your effort whereas I continue to support Sonic!

WING KOON, SONIC'S MALAYSIAN FAN

I am always impressed to the lengths fans such as you will go for our books. Wing, considering our books are sold in a limited number of countries for a variety of reasons, it's always great to hear someone is enjoying our work where we least

expect. As for back issues, while Archie does sell a number of them available elsewhere in this issue, they're available only to residents of the United States and Canada. Perhaps you can try to find a source by the internet.

Dear Sonic-Grans,

I have recently finished reading issue #102. It was so sad! Poor Eliot! I've really been feeling bad for Sally, too. I hope things get better for her. Well anyways... I have a few questions to ask. I'd be so grateful if you answered them.

1) Will Elias return? (Please say YES!)

2) Will Monkey Khan make a reappearance?

3) What will become of Sally? Will she run away?

Become Queen? Or something else?

4) Can you give me a hint?

5) Sorry if it's kind of late to ask this, but why was Bunnie so cold to Mina in #94?

6) How old is Sally? Actually, I'm curious about almost all the characters ages.

Keep up the great work! I hope that you like the picture I sent.

Sally's #1 fan,

ELIZABETH GASPENI, AGE 13

There wasn't a dry eye in the house here after seeing Ron's pages, so we understood your feelings, Elizabeth. As for your questions: 1) Someday 2) There's always that chance 3) We've a lot more stories to tell, and anything's possible 4) Bunnie is Sally's friend, and knowing of Sally's affections for Sonic, was making it clear in her own way that Sonic was off-limits 5) Sally was born on the 184th day in the year 1229, and our stories take place in 1234, so depending what day of the calendar it is, that's her age. (Incidentally, there are 170 days in a Mobian year, with 24 days extra every 5th "leap" year.)

Sonic Grans,

I just finished reading Sonic #102. The Sonic lead story cleanup continues and I like that. It means action and story that doesn't just sit there like a lot of the past 50 ones did. The only problems were the fact that the story was a part 2 to Sonic #97 (the last issue I truly did not like) meaning that the story moved too fast for the plot making it kind of jumpy. Ken Lim needs some breaks occasionally. He can do great work, but his art in Sonic #102 was...well...not quite there. It looked rushed. It might be tough to get more pencils right now, but I remember that between issues #25 and #50 there were a lot of pencils (like Art Hawthorne, Brian Thomas, Sam Maxwell, Dave Manak, Ken Probert, Patrick Spaziante, and Manny Galan to name a few) that provided a lot of penciling choices. While it was a little inconsistent between issues, it probably allowed a break for some of the artists. Ron's a good artist, but he seems tired and it's time for a pitching change so he can rest before his spot in the rotation comes up again.

The Knuckles story was cool. We finally got to see one of the things that I wanted to see whether or not the Chaos Syphon would have worked. Dimoni might not want that piece of information to get out. Down Bur's art is good, but the coloring is a little flat for it, IMO. Interesting to see that Edmond's death kept Kubrick from taking over the whole planet many years afterward. It seems that Lara-Su is about to appear and you say might not have chosen colors for her yet, I suggest the colors Knuckles had in the Chaos game. Pink with a yellow ring.

I like the direction that's been set out since #98. Andrew "DR. BUG ROBOTRON" Sautter PS. Sonic and Justin Garcia. The #100 mark was actually 1/4 of the way through issue #95. I have issue #114 in my Sonic collection to prove it.

And 2000 wasn't really the start of the new millennium, yet that didn't keep people from celebrating it either. Look at it this way: those four issues were our first.

mini-series, not on-going series, and therein lies the difference. As for Ron, we think he's doing a bang-up job. When it comes to a licensed title such as Sonic, virtually everybody has an opinion of how it really should be done, and with such a wide range of opinions coming our way, there's just no way we can keep everybody happy no matter how hard we try.

To the Sonic crew:

First off, I'd like to say that your comic is... Well, what can I say? Words can't really express what is Sonic. To put it simply, it's wonderful. That's the big picture, but before you me, I could say a whole lot more without actually going anywhere.

I've been hooked on Sonic (no pun intended) ever since I read issue #19 when I was 10 way back in '94 or '95. Wow, has it really been six years? They go by quickly don't they! I can still remember the issue, Sonic at the ping-pong table, playing against himself; the title was Gorilla Warfare; a King Kong type monster with a clock in his chest cavity; Tails in a plane with... was it a banana gun?... But I'm getting off the point.

I've realized that throughout my entire Sonic life, I've not once ever written (or typed) to you to tell you what a great job you've done, for that I'm sorry. YOU GUYS ARE THE BEST! Sonic comic has been a part of my life for too long, and I'm not giving it up for anything. I've been through the good times, and the bad. I've been with Sonic and crew through all their transformations and changes in their lives, and I'm still loving it.

To me, Sonic is much more than just a comic series. It's much too personal to be just that. And don't think I'm some psychotic fanatic. I'm not. I'm just really thankful to have stumbled upon it when I did. I can only remember the good things, and that doesn't happen too often in real life.

I'd just like to point out some minor things that are off the top of my head:

1.) I really wish you'd highlight your special more. I remember when Sonic-Grans used to get me pumped for all the new specials and what not, but now I'm looking at the back cover and seeing in many specials I had no idea had come out. I'm at a loss!

2.) I know that you had to cancel Knuck's comic, but having him and Sonic share the issue is a hassle for me, because the adventures aren't as long and I get done reading the issue about ten minutes after receiving it.

3.) Keep up the good work with the Off-Panel. It's great.

4.) The Japanese style truly rocks. I loved it when I first really started to notice the change.

5.) If there's only one thing to say, it's that Spaz is the master of covers. Power to ya!

Finally, I'm just happy to have spent my childhood with Sonic. He's helped me see some great things, and I think I'm a better person for it. I hope to use the good times continue to roll. Thanks for all the memories! I hope this all didn't sound too nostalgic.

Your loyal fan,

Yan "Sonic-Ken" Nover, WA

P.S. Feel free to omit anything you need because of space. I know my e-mails can be a bit verbose. Dang, it's whole e-mail DID sound too nostalgic.

That trip down memory lane just about did me in as well as I realized I just completed my eighth year of working on the series and watching a lot of our fans grow up during that time. I was reading my scripts to my son as bedtime stories when the book was just a year old and now he's in high school! Boy, does time sure fly by. Now that we've wound nostalgic here's looking towards the future, and maybe new specials and mini-series if conditions warrant.

Oops! I ran out of space once again, so check back with us next time for more comments, compliments and criticisms. Take care.

Cover illustration by Patrick Spaziante and Nelson Ribeiro with colors and separations by Josh D. Ray. Edit page layout & design by Joepel.



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